

GAMEBOY ADVANCE

AGB-B35E-USA

Strawberry Shortcake™

SUMMERTIME ADVENTURE

INSTRUCTION BOOKLET

MAJESCO

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching
Involuntary movements

Loss of awareness
Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

Nintendo does not license the sale or use of products without the Official Nintendo Seal.



THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

Copying of any video game for any Nintendo system is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This video game is not designed for use with any unauthorized copying device or any unlicensed accessory. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of such a device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact the game publisher's "Technical Support" or "Customer Service" department.

The contents of this notice do not interfere with your statutory rights. This booklet and other printed materials accompanying this game are protected by domestic and international intellectual property laws.



LICENSED BY



NINTENDO, GAME BOY, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.
© 2001 NINTENDO. ALL RIGHTS RESERVED.

Rev-D (L)

Table Of Contents

Introduction.....	5
Getting Started.....	6
Controls	7
Main Menu	8
Garden Mode	9
Harvest Results.....	14
Adventure Mode.....	15
Berry Bursts.....	20
Levels.....	21
Credits.....	24
Warranty Information	26



A Summertime Adventure!

Welcome to Strawberryland, the home of Strawberry Shortcake and her little sister Apple Dumplin' and pets Custard and Pupcake. Spring is a great time of year, but summer is Strawberry's favorite season because it's when she and her friends celebrate the famous Strawberryland Bakeoff. People come from all around to sample the delicious snacks and participate in the Blue Ribbon Contests. Strawberry has been working all through spring on her berry garden, and her entries into the Berry Biggest Fruit contests are going to be extra special this year. Plus her Strappleburst Juice is always a hit! Take Strawberry through an adventure with her friends on her way to growing the largest, sweetest berry to win first prize in the Strawberryland Bakeoff!

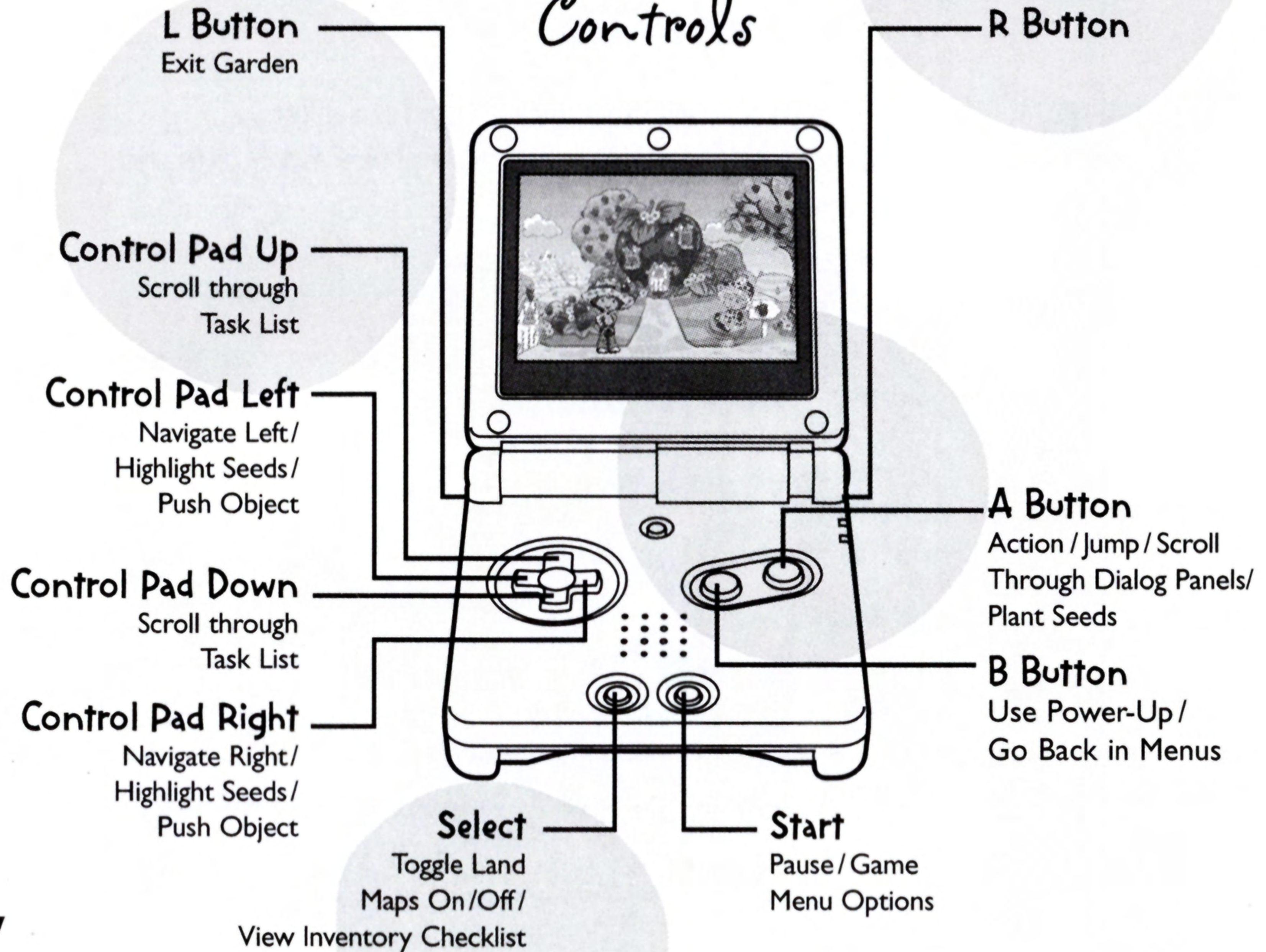
Getting Started

1. Make sure your Game Boy® Advance System power switch is set to OFF then insert the **Strawberry Shortcake: Summerland Adventure** Game Pak into the Game Boy® Advance System.
2. Turn on the Game Boy® Advance. In a few moments, the Title Screen should appear.



Important Note: If nothing appears on the screen, turn the power switch to OFF. Check to make sure the Game Pak is inserted correctly then try again. (Always set the power switch to OFF before inserting or removing the Game Pak.)

Controls



Main Menu

At the Start Screen you can choose from the following options. Press **Up** or **Down** on the **Control Pad** to highlight an option, then press the **A Button** to select it.

New Game: Take Strawberry Shortcake through a journey with her friends and pets as she tends to her garden and gathers ingredients before the Strawberryland Bakeoff begins! Grow items in your garden and use them to accomplish tasks and cross them off your task list.

New Garden: Select a berry seed, plant it and care for it to grow the largest, sweetest berry possible! Make sure to water and weed your garden!

Continue Game: Resume play from where you last left off in your adventure. Type in the password you previously received to continue.

Tend Garden: Care for your garden with this selection. Type in the password you previously received to continue.



Garden Mode

In *Garden Mode*, you can select a berry seed to plant and tend. The maximum size of the berry is determined by your skill in watering, weeding and tending the berry to ripeness so make sure you take proper care of the seed to grow the largest, sweetest berry possible!

To access *Garden Mode*, you can begin in *Adventure Mode* or start a “New Garden” from the Main Menu. Walk up to the garden gate next to Strawberry Shortcake’s house and press the **B Button**. This will bring you into the Berry Garden. Strawberry can grow up to four different berries; however, initially she can only plant strawberry seeds.

Seeding and Tending Berries

Initially, Strawberry Shortcake will only have strawberry seeds to plant, but blueberry and gumberry seeds can be found along her adventure.



Strawberry



Gumberry



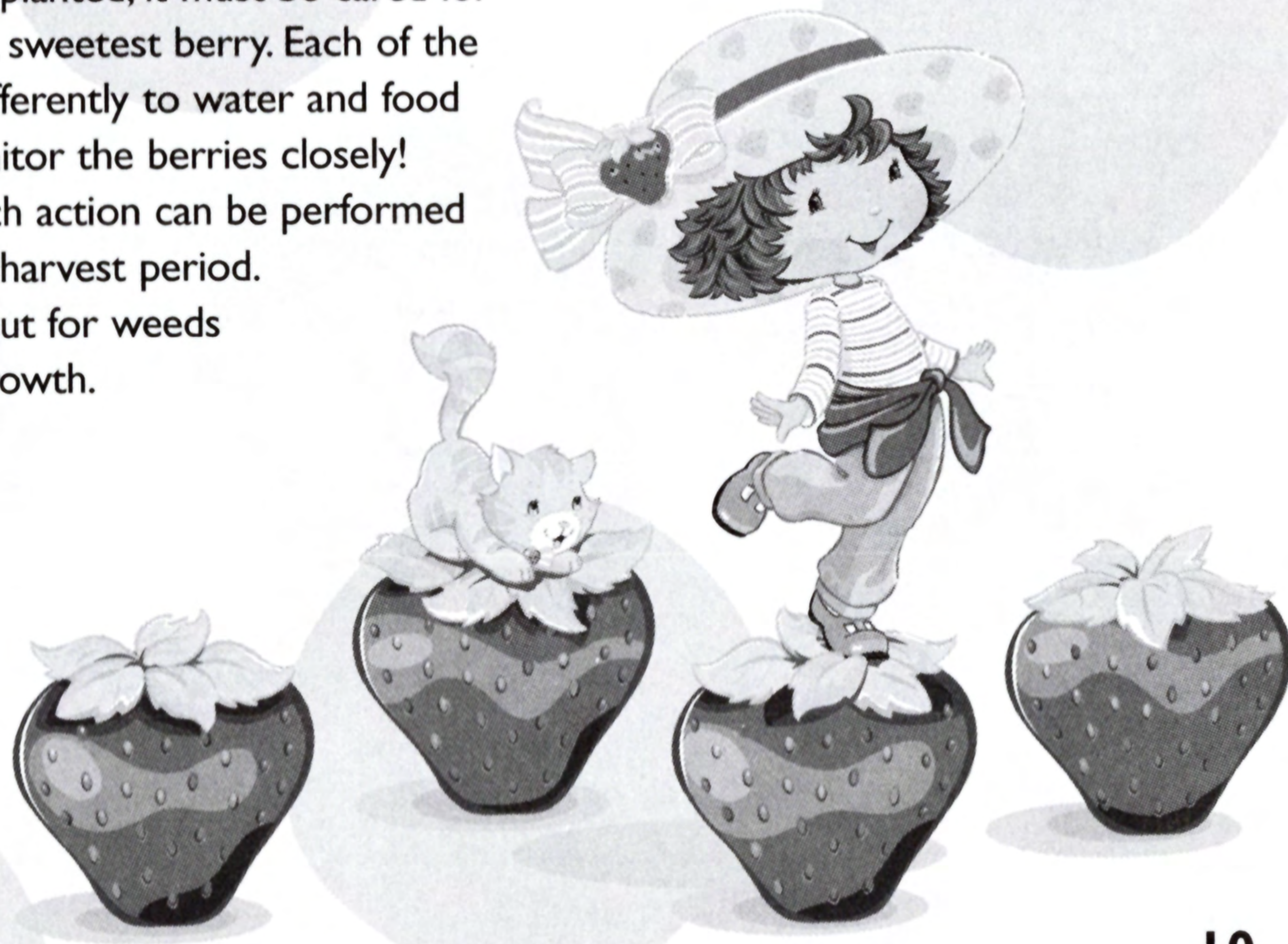
Blueberry



Bubbleberry

When the seeds are found, they will appear in the Garden Menu at the top of the screen. To select a seed to plant, press **Left** and **Right** on the **Control Pad** until the seed you want to plant is in the highlighted box. To plant the seed, press the **A Button**.

Once a seed has been planted, it must be cared for to produce the largest, sweetest berry. Each of the three berries reacts differently to water and food so make sure you monitor the berries closely! Also be aware that each action can be performed only once during each harvest period. You must also watch out for weeds that can stunt berry growth.



The following details ways that you can affect the growth of your berries:

Growers: Add incremental growth to the Size Bar

Food: Adds food units each time it is used

Sweeteners: Add incremental sweetness to the Sweetness Bar

Water: Adds water units with each use

Weeders: Removes weeds

Energy: Adds food and removes water units

Here is a breakdown of all the actions you can perform:

Growers



Fruit Flute Tune I:

Increases size by 4



Double Decker:

Doubles fruit size

Weeders



Weed Wither:

Reduces weed growth rating by 2



Weed Wacker:

Reduces weed growth rating by 4

Food



Fruit Juice: Increases plant food by 2



Plant Food Packet: Increases plant food by 1



Sherbet Spooners: Increases plant food by 3 and sweetness by 1



Swollen Seeders: Increases plant food by 4

Water



Loud Cloud: Adds 3 water



Watering Can: Adds 1 water

Sweeteners



Fruit Flute Tune 2: Increases sweetness by 4



Sugar Drops: Increase sweetness by 1



Fruit Flavor: Increases sweetness by 2



Flower Power Powder: Increases sweetness by 2

Energy

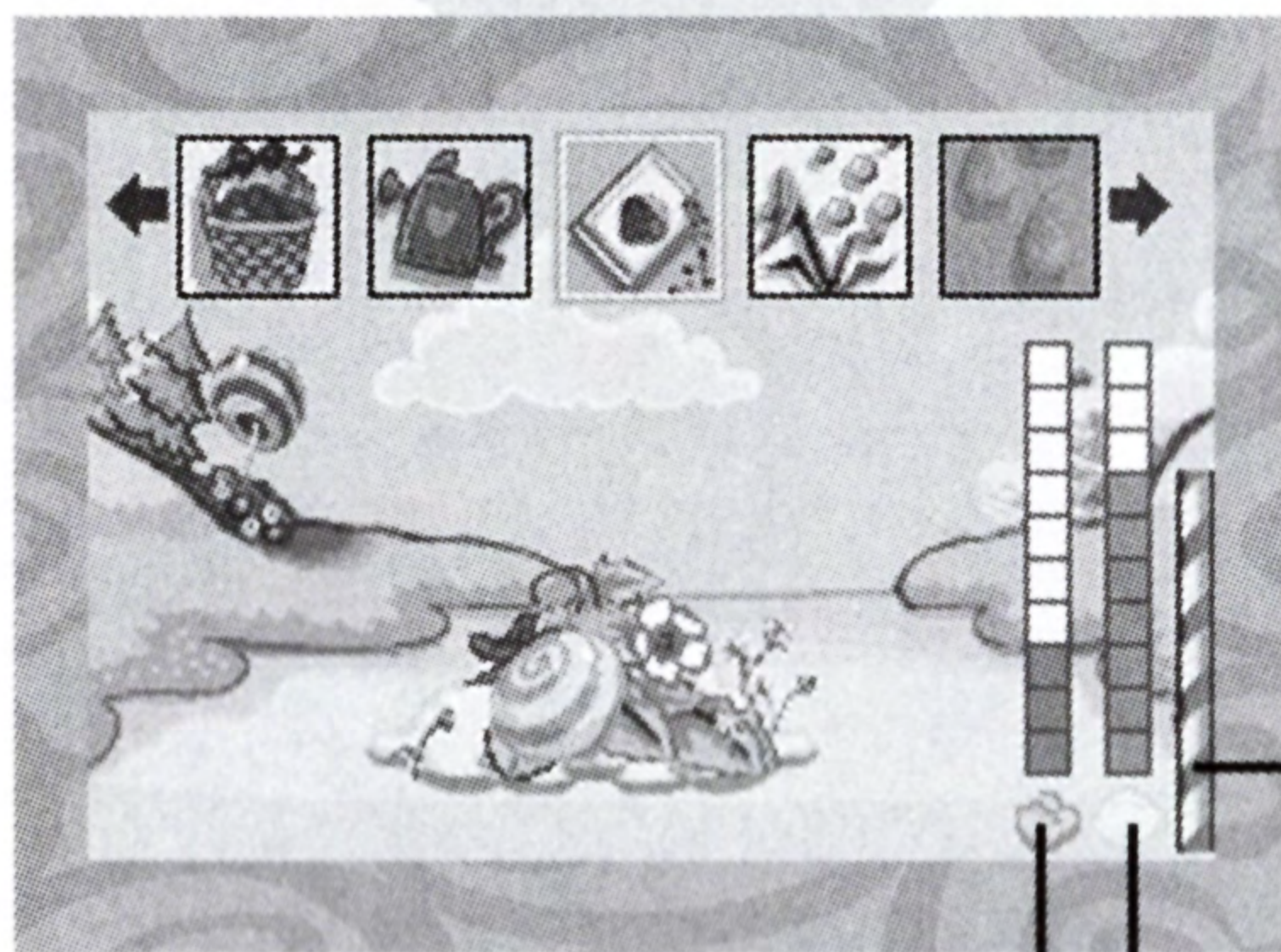


Sunburst: Adds 2 plant food to Strawberry and Blueberry plants. Subtracts 2 from Gumberry.

To perform an action from the Action Menu, scroll **Left** and **Right** on the **Control Pad** until the action you want to perform is in the highlighted square. Once highlighted, press the **A Button** to carry out the action.

The Action Menu only shows five action icons at any one time. Other actions are part of the scrolling list and can be reached by pressing **Left** and/or **Right** on the **Control Pad**.

Two additional bars on the right side of the screen measure the Sweetness and Size of your berries.



Sweetness Bar: Gauges the berry's current sweetness by ranking the berry with an appropriate number of lemons (sour) or sugar cubes (sweet).

Size Bar: Records the berry's size in "pebbles."

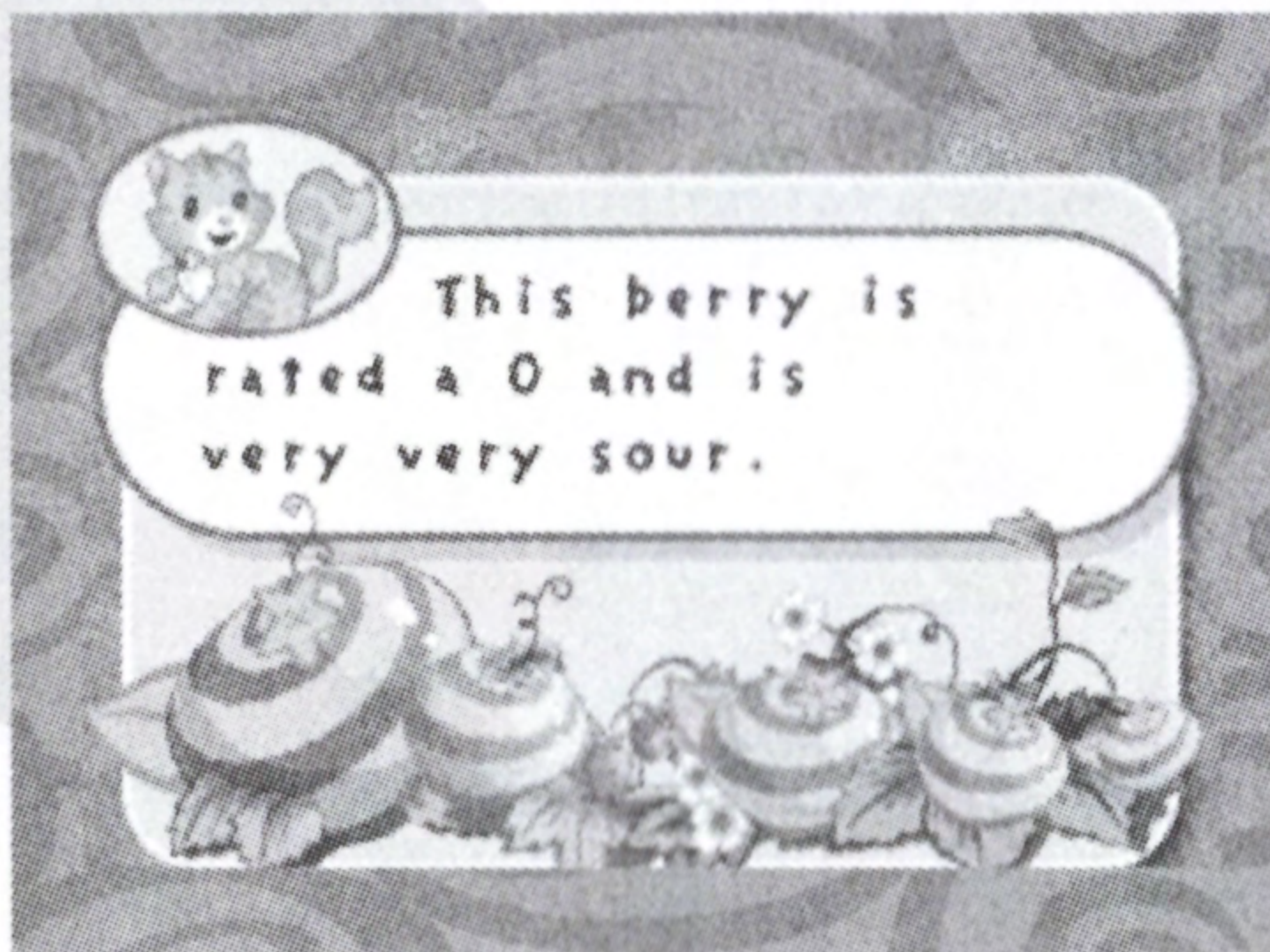
Timer

Sweetness Bar

Size Bar

Harvest Results

On the right side of the Berry Garden screen is the Harvest Timer. The Harvest Timer begins full and gradually decreases. When the timer runs out, Strawberry Shortcake picks the berry, regardless of whether it is sweet or not.



When a berry is harvested, its Size and Sweetness result from a final Berry Rating. The Harvest Results window gives the player information about her berry. A berry is rated from 0 – 10, with 0 being the lowest and 10 being the highest.

Adventure Mode

In *Adventure Mode*, Strawberry Shortcake travels through multiple locations and levels of adventure with her friends and pets before the Strawberryland Bakeoff. *Garden Mode* is incorporated into *Adventure Mode*, so it is important that Strawberry tends to her garden while advancing through her journey to produce the biggest, sweetest berry around! Items Strawberry grows in her garden can help her during the adventure, and items she finds during her journey can better help her garden grow.

It's also important that Strawberry creates her famous StrappleBurst Juice for everyone to enjoy at the Strawberryland Bakeoff, so while on the journey be on the lookout for the ingredients to make the juice!

Controls for Adventure Mode

Moving Strawberry: Use **Right** and **Left** on the **Control Pad** to move Strawberry throughout her journey. If Strawberry reaches a climbable incline, pushing the arrow in the direction of the incline will cause Strawberry to climb the incline automatically. If the incline or object is not climbable, then Strawberry must try to jump over it to pass.

Collecting Ingredients: A major portion of Strawberry's time is spent collecting ingredients such as berries, vanilla crème and marshmallows for special recipes. To collect an ingredient Strawberry simply needs to touch it. Whatever ingredient she picks up will be placed in her inventory.

Jumping: Strawberry can jump as high as possible when you press the **A Button**. Strawberry can also be guided while in the air.

Pushing: When Strawberry is moved into a non-climbable but moveable object, the object will move as long as Strawberry continues to push against it.

Start Menu

Pressing the **Start Button** during game play will bring up the In-Game Options screen. Highlight the option you want to choose and press the **A Button** to access it.

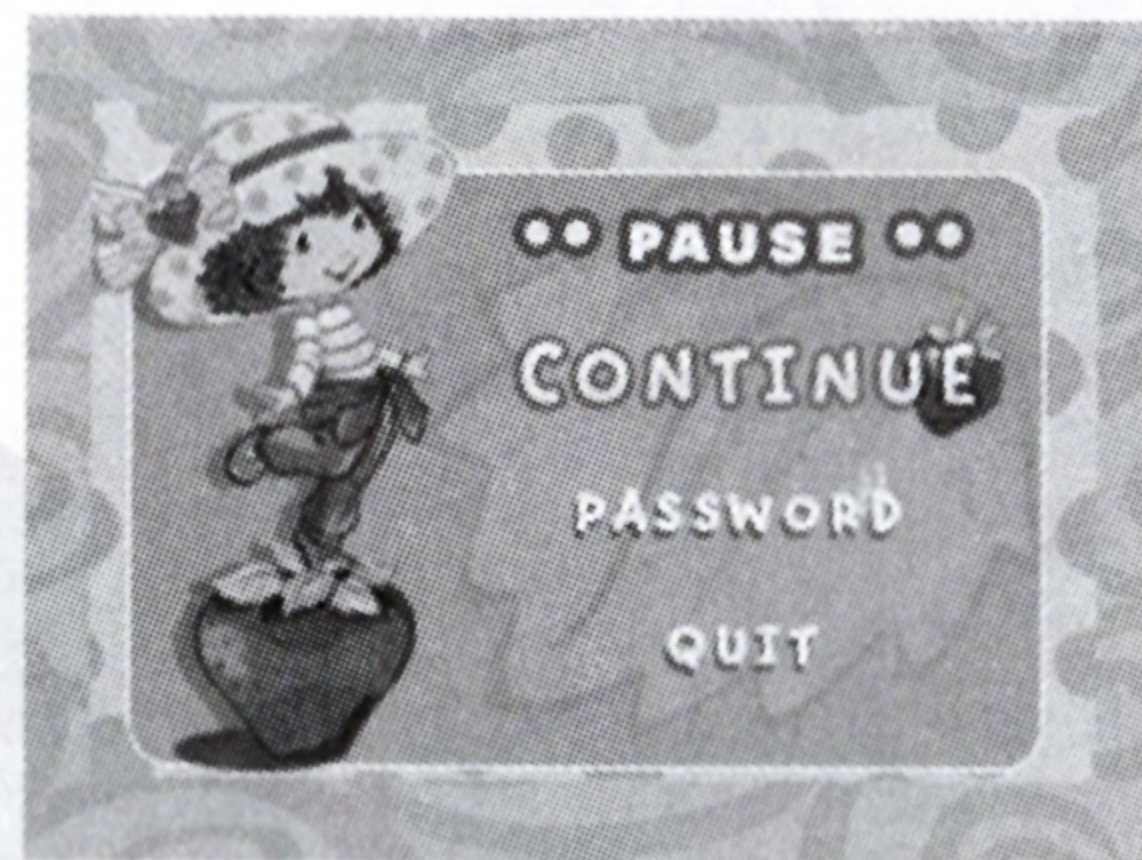
The Start Menu includes the following three options:

Continue: continue your current game

Password: save your current game and last checkpoint

**When you save a game you're given a password. Keep this password for continuing at another time.*

Quit: Brings you back to the Main Menu, saving game data.



Strawberry must complete various tasks during the adventure. She can keep track of her tasks and accomplishments by viewing the different screens below:

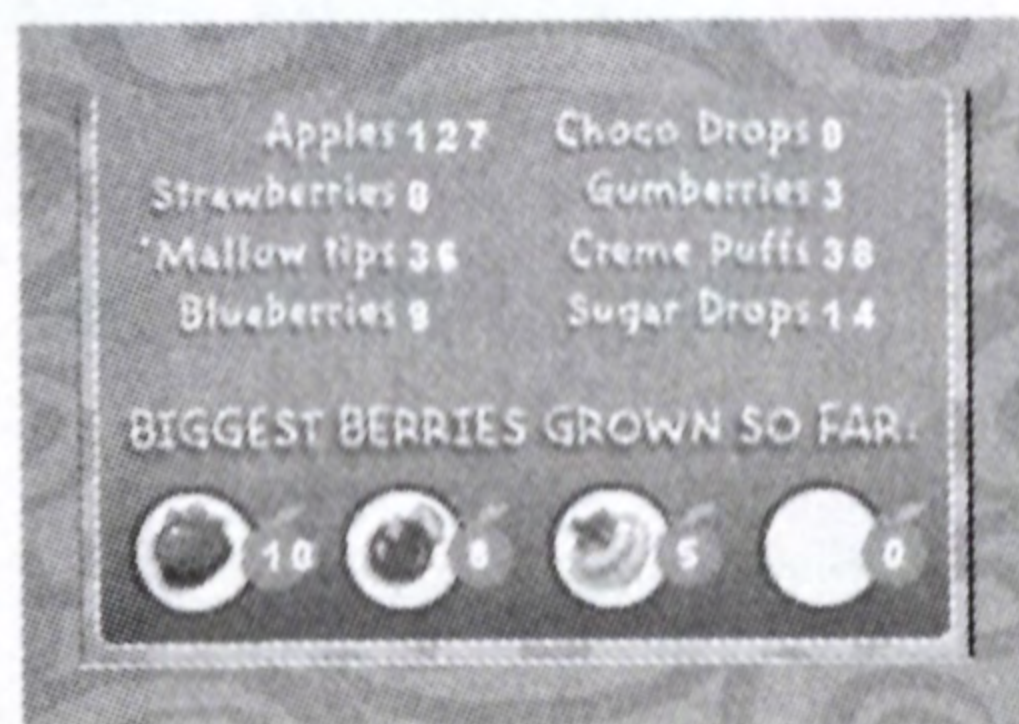
Inventory Menu

Pressing **Select** pauses game play and brings up Strawberry's Inventory Menu. From here you have the option of viewing a map, checking Strawberry's collected ingredients inventory or viewing Strawberry's "To Do" list. To select an option, highlight it and press the **A Button**. Pressing the **B Button** will bring you back to the Inventory Menu and pressing the **B Button** again will return you to the game.



View Map

Strawberry's map lists all of the major locations around Strawberryland, and she can travel instantly to any unlocked location by selecting it on the map and pressing the **A Button**.



Inventory

Check the different types and number of berries you have collected throughout your journey. The Check Inventory screen also lists your four largest berries grown so far.

Check List

Strawberry's "To Do" list is updated each time Strawberry is given a new task or agrees to help a friend. After Strawberry accomplishes the task it is crossed off the list. Use **Up** and **Down** on the **Control Pad** to scroll the entire list. There are also additional gauges and bars on the screen that assist Strawberry during her journey.

Ingredient Gauge

The Ingredient Gauge always appears along the top of the screen, but its contents change depending on the area Strawberry is traveling within. Each area produces a different ingredient that Strawberry needs to collect. An icon of the ingredient with the number collected up to that point will appear in the gauge.

Score Bar

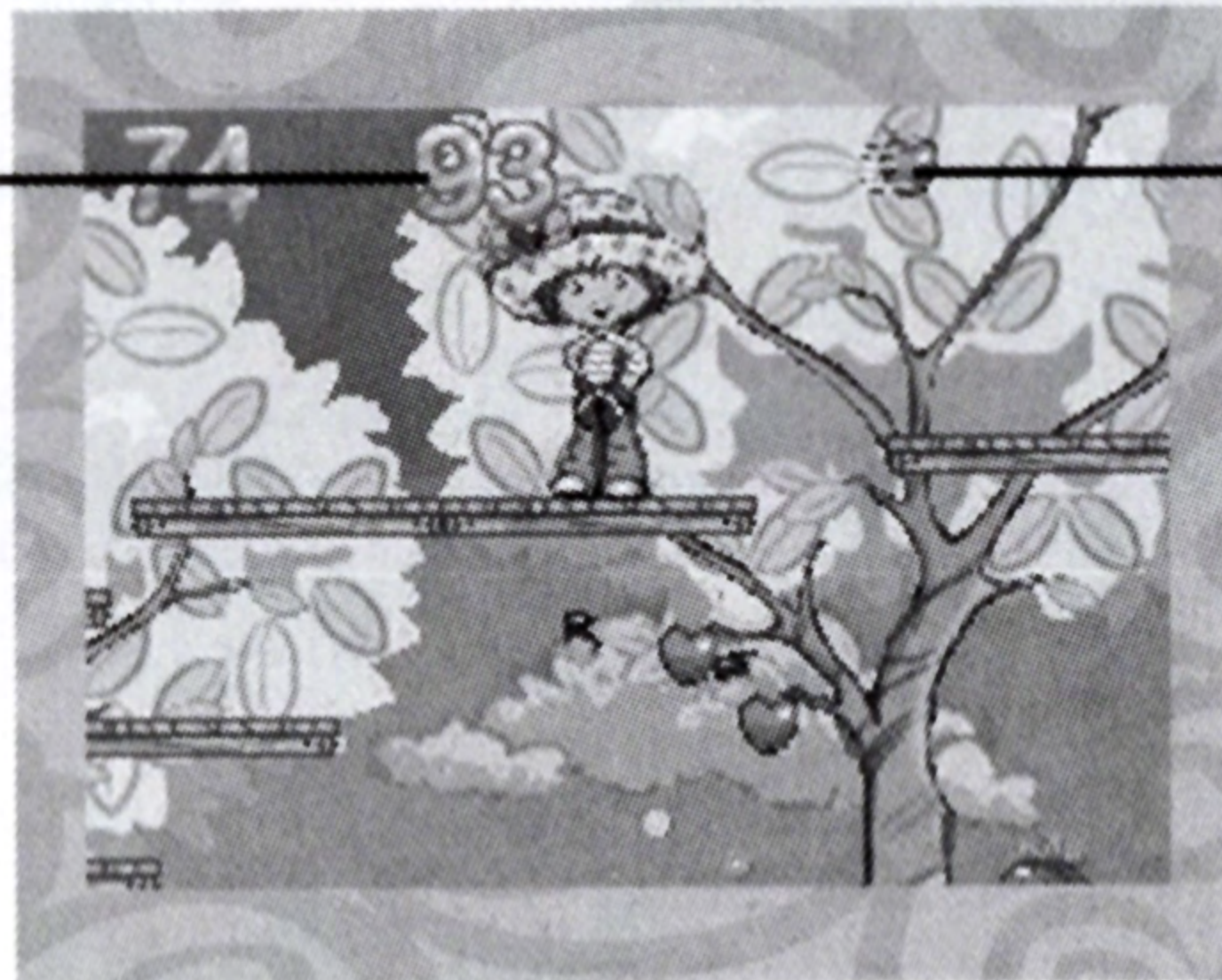
The Score Bar appears at the top of the screen and is made up of points from collecting berries, finding secret items and accomplishing tasks. Included in the score is also the largest grown berry from each seed.

Berry Burst Power Up

On the upper right hand corner of the screen is an icon that represents a “Berry Burst” that is available to Strawberry. These special power ups are collected throughout the levels and give Strawberry special skills. However, Berry Bursts can only be used in the level in which they are collected.

To activate and use a Berry Burst, press the **B Button**. A dwindling time bar will immediately replace the icon and when the bar empties, the Berry Burst is over.

Score Bar



Berry Burst

Types of Berry Bursts:



Apple Dash: Allows Strawberry to move twice as fast while the **B Button** is held.



Blueberry Bomb: Causes Strawberry to throw a Blueberry Bomb and destroy any hazards in her path.



Strawberry Steppers: Causes Strawberry to create a temporary stair bridge of berries that she can walk up.



Gumberry Bouncers: Allows Strawberry to make long leaps with a single press of the jump button.



Bubbleblower: Causes Strawberry to blow a bubble and float.



Bubbleball: Causes Strawberry to blow a bubble around herself and bounce through the level.

Dialog

When Strawberry meets a friend she will engage in a conversation. Press the **A Button** to scroll through the dialog screens.

Levels

Strawberry travels through six levels and several landmarks around Strawberryland as she tends to her garden and helps her friends find the ingredients they need for their entries into the Strawberryland Bakeoff. The levels include:

Apple Orchard

The Strawberryland Bakeoff is coming up and Strawberry still needs to create her award-winning juice. A critical ingredient in Strawberry's StrappleBurst juice comes from her orchard a short way from her garden. Take a stroll to the orchard and collect a couple baskets of the sweetest apples you can find (avoid the yellow ones), but hurry because the wind is picking up!

Marshmallow Marsh

Strawberry collected her apples, but she hasn't found Pupcake yet. She's getting worried that he may have wandered into Marshmallow Marsh. He never had a good sense of direction!

Lollipop Forest and Blueberry Valley

Ginger Snap needs to borrow a cup of strawberries for her Fruited Cookies. Strawberry and Angel Cake need blueberries, so stop in the nearby Blueberry Pits on your way to Cookie Corners. Watch out for the fallen lollipop trees and dangerous popping rocks along the path!

Huckleberry Briar

Find Huck and borrow the key to the Strawberryland Sky Balloon. Jump onto the rising root beer bubbles to collect choco drops in the trees, but watch out because the bubbles will pop!

Vanilla Sky

Travel with Rainbow Sherbet and Huck on the Strawberryland Sky Balloon. Guide it through the Vanilla Crème Clouds while collecting Sky Creme!

Gumdrop Mountain

With the help of Huck's skateboard, guide Strawberry down Gumdrop Mountain towards Cookie Corners. Collect sugar drops along the way, but avoid the gumdrops and watch out for the sugary slopes!

The Strawberryland Bakeoff

Enter the bakeoff and get your points tallied to see if you've won first prize!



Credits

MAJESCO

Executive VP

Joseph Sutton

Executive Producer

Dan Kitchen

Producer

Anthony DeLuca

VP of Marketing

Ken Gold

Senior Product Manager

Liz Buckley

Marketing Coordinator

Matt Ciccone

Director of Creative Services

Leslie Mills

Packaging & Graphics

Lesley Zinn

Denise Koleda

QA Manager

Joe McHale

Project Lead

Russ Mock

Lead Testers

Kevin Kurdes

Eric Jezercak

Robert Cooper

Testers

Steve Macko

Pete Rosky

Andrew Bado

Nick Greder

Manny Hernandez

Nicholas Garaffo

Jonathan Black

Phillip Johnson

Ian Gillespie

Special Thanks

Morris Sutton

Jesse Sutton

Adam Sutton

GORILLA

Producer

Jonathan O'Neill Browne

Game Design

Nick Ingeneri

Programming

Jason Hinders

Jonathan Browne

Warren Browne

Leo Krzewina

Art and Animation

Bill Crabb

Nick Ingeneri

Fernando Zanetta

Andrew Cremeans

Frank Lam

Music and Sound

Mike Beaumont

Dialog

Jonathan Davenport

AMERICAN GREETINGS

Senior Graphic Designer,
Character Art Direction

Mike Nicolay

Senior Editor, Character
Editorial Direction

Rick Reising

DIC

VP Creative,
Product Development
Vince Marchica

Creative, Product
Development
Heather Smith



1-900-285-TIPS

1-900-285-8477

(\$1.99 per minute.) Must be 18 years or older, or have a parent's permission to call. Touch tone phones only.

Warranty Information

Majesco Sales Inc. warrants to the original consumer purchaser that this Nintendo Game Pak (PAK) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during the 90 day warranty period, Majesco Sales Inc. will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective game to the retailer.
2. Notify Majesco Sales Inc. of the problem requiring warranty service by calling our Technical Support Department at (800) 826-0015, and leave a message.
3. If the Majesco Sales Inc. Service Representative is unable to solve the problem by phone, you will be provided with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, enclose your name, address and phone number, and return your PAK, freight prepaid and insured for loss or damage, together with your sales slip or similar proof of purchase (UPC code) within the 90-day warranty period to: Majesco Sales Inc.

160 Raritan Center Parkway (Suite 1)
Edison, NJ 08837

This Warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or other causes unrelated to defective materials or workmanship.

Repairs/Service after Expiration of Warranty

If the PAK develops a problem requiring service after the 90 day period, you may contact the Majesco Sales Inc. Technical Support Dept. at the phone number noted earlier. If the Majesco Sales Dept. is unable to solve the problem over the phone, you may be informed of the approximate cost for Majesco Sales Inc. to repair or replace the PAK, and provided with a Return Authorization number. Record this number on the outside packaging of the defective PAK and return the merchandise, **FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE**, to Majesco Sales Inc., and enclose a money order payable to Majesco Sales Inc. for the cost quoted to you. If after personal inspection, the Majesco Sales Inc. Service Representative determines the PAK cannot be repaired, it will be returned and your payment refunded.

Warranty Limitations

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL MAJESCO SALES, INC. BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations or exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

INTRODUCING A BRAND NEW WAY TO USE YOUR GAME BOY® ADVANCE!

GAME BOY ADVANCE Video



Now you can watch your favorite shows on the #1 portable gaming system – it's full color video that goes with you, anywhere you go!



www.GBA-Video.com

Strawberry Shortcake™ © 2004 Those Characters From Cleveland, Inc. Used under license by Majesco Sales Inc. © 2004 Majesco Sales Inc. All Rights Reserved. Majesco Sales Inc. 160 Raritan Center Parkway, Edison, NJ 08837. © 2004 Viacom International Inc. All Rights Reserved. Nickelodeon, SpongeBob SquarePants and all related titles, logos and characters are trademarks of Viacom International Inc.

PRINTED IN USA